

APMA – Application Maintenance

This screen is used to add programs to existing cases.

APMA FA	APPLICATION MAINTENANCE	06/28/00 11:06:40 KIM C
CASE NAME: GELLER, ROSS A		CASE NUMBER: 000020
OWNR WKR TYP/CNTY/UNT:T 11 1 WKR: 31 ASSOC WKR TYP/CNTY/UNT:		WKR:
CASE XREF NOS :		
PROGRAM APPLIED FOR: FS	AF	←
PROGRAM SUBTYPE :		
PROGRAM APP DATE : 061500	062700	← 00 000000 000000 000000
START DATE : 061500	062700	← 00 000000 000000 000000
EXPEDITED SERVICE :	N	
PROGRAM STATUS :	RE RE RE	
PROGRAM APPLIED FOR:		
PROGRAM SUBTYPE :		
PROGRAM APP DATE :	000000 000000 000000 000000 000000 000000	
START DATE :	000000 000000 000000 000000 000000 000000	
EXPEDITED SERVICE :		
PROGRAM STATUS :		
NEXT-->		

Solid arrow = Mandatory field. Open arrow = Optional Field.

Mandatory Fields ([F1] indicates Online Help is available.)

PROGRAMS APPLIED FOR [F1]

Appropriate program code(s) are entered here.

PROGRAM APP DATE

The date of application for the above program is entered here.

START DATE

The start date for the above program is entered here. TEAMS will default the start date for some programs if the field is left blank.

EXPEDITED SERVICE: [F1]

If the Food Stamps program is added on APMA, a 'Y' or 'N' is entered to designate if the case qualifies for expedited services.

Optional Fields

ASSOC WKR TYP/CNTY/UNT: **WKR:**

This field is used to associate another worker to a case. The worker's type code, county number, unit number, and worker number are entered here.

Display Fields

CASE NAME

The case name (Primary Information person) is displayed.

CASE NUMBER

The TEAMS case number is displayed.

OWNR WKR TYP/CNTY/UNT: **WKR:**

This field displays the worker type code and the County/Unit/Worker Number of the current case owner.

CASE XREF NOS :

This field may display other case numbers that a worker has entered on ADDR, indicating the cases may have one or more participants in common.

PROGRAM STATUS

This field displays the status code for ongoing programs. It does not display for a program that has just been entered.

Navigation Fields and Fkeys

NEXT- ->	This field allows the user to access the next desired screen by typing the screen name.
F2	The F2 key returns to the last TEAMS <i>menu</i> that was accessed.
F3	The F3 key returns to the SYSE (System Selection) menu.
F10	The F10 key accesses the CANO (Case Notes) screen.
F12	The F12 key clears any new data typed on the screen, as long as Enter has not been pressed.